Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1. (Original) Propellant charge, characterized in that it contains a soft friction agent.
- 2. (Original) Propellant charge according to claim 1, characterized in that the soft friction agent is selected from the group of marble, calcite, dolomite, soft carbonates and/or mixtures thereof.
- 3. (Currently Amended) Propellant charge according to claim 1, characterized in that the proportion of the soft friction agent in the propellant charge is 30% to 95% by weight, preferably 35% to 80%.
- 4. (Previously Presented) Propellant charge according to claim 1, characterized in that the propellant charge contains at least one impact-sensitive explosive substance as a heavy-metal-free priming compound.
- 5. (Currently Amended) Propellant charge according to claim-1 4, characterized in that the <u>at least one</u> impact-sensitive explosive substance er substances are is potassium dinitrobenzofuroxanate and/or tetrazene.
- 6. (Currently Amended) Propellant charge according to claim 1, characterized in that the proportion of impact-sensitive explosive or the impact-sensitive explosives is from 5% to 70%, preferably 10% to 65%.
- 7. (Previously Presented) Propellant charge according to claim 1, characterized in that the propellant charge has the following composition: 20% by weight potassium dinitrobenzofuroxanate and 80% by weight marble powder.

- 8. (Previously Presented) Propellant charge according claim 1, characterized in that the propellant charge has the following composition: 40% by weight potassium dinitrobenzofuroxanate, 10% by weight tetrazene, 50% by weight marble powder.
- 9. (Previously Presented) Propellant charge according to claim 1, characterized in that the propellant charge has the following composition: 50% by weight potassium dinitrobenzofuroxanate, 15% by weight tetrazene, 35% by weight marble powder.
- 10. (Currently Amended) Propellant charge according to claim 1, characterized in that A priming cap comprising the propellant charge is made into the usual according to claim 1 provided in a primer caps cap and can be ignited by a primary prime priming cap for igniting the propellant charge.
- 11. (Currently Amended) Use of the propellant charge according to claim 1 in a-A weapons training system comprising the priming cap according to claim 10 and a practice projectile.
- 12. (New) The weapons training system according to claim 11, wherein the propellant charge consists essentially of an impact-sensitive explosive substance and the soft friction agent.
- 13. (New) The weapons training system according to claim 11, wherein the propellant charge does not include a reducing agent.
- 14. (New) The weapons training system according to claim 13, wherein the propellant charge does not include an oxidizing agent.
- 15. (New) The priming cap according to claim 10, wherein the propellant charge consists essentially of an impact-sensitive explosive substance and the soft friction agent.

- 16. (New) The priming cap according to claim 10, wherein the propellant charge does not include a reducing agent.
- 17. (New) The priming cap according to claim 16, wherein the propellant charge does not include an oxidizing agent.
- 18. (New) The propellant charge according to claim 1, wherein the propellant charge consists essentially of an impact-sensitive explosive substance and the soft friction agent.
- 19. (New) The propellant charge according to claim 1, wherein the propellant charge does not include a reducing agent.
- 20. (New) The propellant charge according to claim 19, wherein the propellant charge does not include an oxidizing agent.
- 21. (New) Propellant charge according to claim 1, characterized in that the proportion of the soft friction agent in the propellant charge is 35% to 80% by weight.
- 22. (New) Propellant charge according to claim 1, characterized in that the proportion of impact-sensitive explosive or the impact-sensitive explosives is from 10% to 65%